

Abstract of the Disclosure

A video enhancement programming language alleviates problems of multiple versions of enhancement files for various display platforms. The programming language provides elements for selection of displayable objects, object attributes, modification of object attributes, scheduling of object rendering, and transport of scheduling and object information. Links, scripts, and user input may be associated with objects. Scheduling may be referenced to program display information or may be independent of program timing information. An enhancement file created using the programming language of the present invention may be parsed to produce platform dependent enhancement files. Some elements may include platform identifiers such that parsed files may specifically include or exclude the element. Multiple parsers, each supporting a specific platform, allow a single script file to be employed across multiple platforms. New platforms or versions of platforms may be supported through new or updated parsers.